

REMARKS

Claims 1-4 and 7-17 are pending. Claims 5 and 6 have been cancelled. Applicants reserve the right to pursue original and other claims in this and in other applications.

Claims 1-4 and 7-17 stand rejected under 35 U.S.C. §102(b) as being anticipated by Akisada (U.S. Pat. No. 5,687,307)(“ Akisada”). Applicants respectfully traverse this rejection.

Claim 1 recites:

A program for projecting a predetermined image onto a character of a game in a game machine having an operation unit for executing predetermined operation in a screen, a calculation processing unit for executing predetermined calculation, and a control unit connected with the operation unit and the calculation processing unit and for controlling the calculation processing unit, the program encoded in computer readable medium and configured to be executed by the game machine, the program comprising:

an image creation process which creates an image consisting of two-dimensional coordinates with the control unit by operating the operation unit; and

a pasting process which arranges the image created by the image creation process and a virtual light source for projecting the image onto a character at an arbitrary position in the vicinity of the character in a three-dimensional virtual space, based on an input signal from the operation unit, and for pasting on the character a projected image created by projecting the image onto the character from the projected virtual light source, wherein

the pasting process pastes on the character the projected image such that the projected image projected on only a projection plane closest to the virtual light source remains after the character is pasted on all the projected plane on which the projected image is projected by projecting processing using a light matrix, view matrix, and a projection matrix, and

the pasting process creates the view matrix using the light matrix and the projection matrix.

Akisada discloses an image processing apparatus which inputs three dimensional data of a plurality of objects, independently sets texture animation state value, and changes the amount for the respective objects. Akisada provides as an example a computer graphic animation where a letter "M" is texture mapped onto the surface of an object from a projection central point P via an area A'B'C'D'. (See FIGs. 8, 11A, 11B and column 9, lines 37-62)

Akisada fails to disclose "the pasting process pastes on the character the projected image such that the projected image projected on only a projection plane closest to the virtual light source remains." Akisada discloses a different method using texture animation that uses a variety of input texture images to produce a variation in the textures. Akisada does not disclose or suggest that only the mapped texture "closest to the virtual light source remains." Thus, the rejection of claim 1 should be withdrawn and the claim allowed over Akisada.

Claim 2 depends from claim 1 and is allowable over Akisada for at least the same reason noted above with respect to claim 1.

Claims 3, 7, and 12 have similar limitations as claim 1 where that "the pasting process pastes on the character the projected image such that the projected image projected on only a projection plane closest to the virtual light source remains." Therefore, claims 3, 7 and 12 and their respective dependent claims are allowable over Akisada for at least the same reason noted above with respect to claim 1 and on their own merits.

In view of the above, Applicants believe the pending application is in condition for allowance.

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Respectfully submitted,

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